

WARNING: PLEASE CAREFULLY READ THE PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION - READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES



Some people (about 1 in 4000) may have seizures or black outs triggered by light flashes, such as while watching TV or playing video games, even if they have never had a seizure before.

Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.

Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions
Altered vision

Eye or muscle twitching Involuntary movements Loss of awareness Disorientation

To reduce the likelihood of a seizure when playing video games:

- 1. Sit or stand as far from the screen as possible.
- 2. Play video games on the smallest available television screen.
- 3. Do not play if you are tired or need sleep.
- 4. Play in a well-lit room.
- 5. Take a 10 to 15 minute break every hour.

WARNING - Repetitive Motion Injuries

Playing video games can make your muscles, joints or skin hurt after a few hours. Follow these instructions to avoid problems such as Tendonitis, Carpal Tunnel Syndrome or skin irritation:

- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms during or after play, stop playing and see a doctor.

WARNING - Battery Leakage

Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

To avoid battery leakage:

- Do not mix used and new batteries (replace all batteries at the same time).
- Do not mix alkaline and carbon zinc batteries.
- Do not mix different brands of batteries.
- · Do not use nickel cadmium batteries.
- Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim, the game sounds may become weak, or the display screen may be blank. When this happens, promptly replace all used batteries with new batteries.
- Do not leave batteries in the Game Boy or accessory for long periods of non-use.
- Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
- Do not recharge the batteries.
- Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the
 correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- Do not dispose of batteries in a fire.





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THIS GAME PAK INCLUDES A MULTI-PLAYER MODE WHICH REQUIRES A GAME BOY® ADVANCE GAME LINK® CABLE.



THIS GAME IS COMPATIBLE WITH THE NINTENDO GAMECUBE™ VIDEO GAME SYSTEM.

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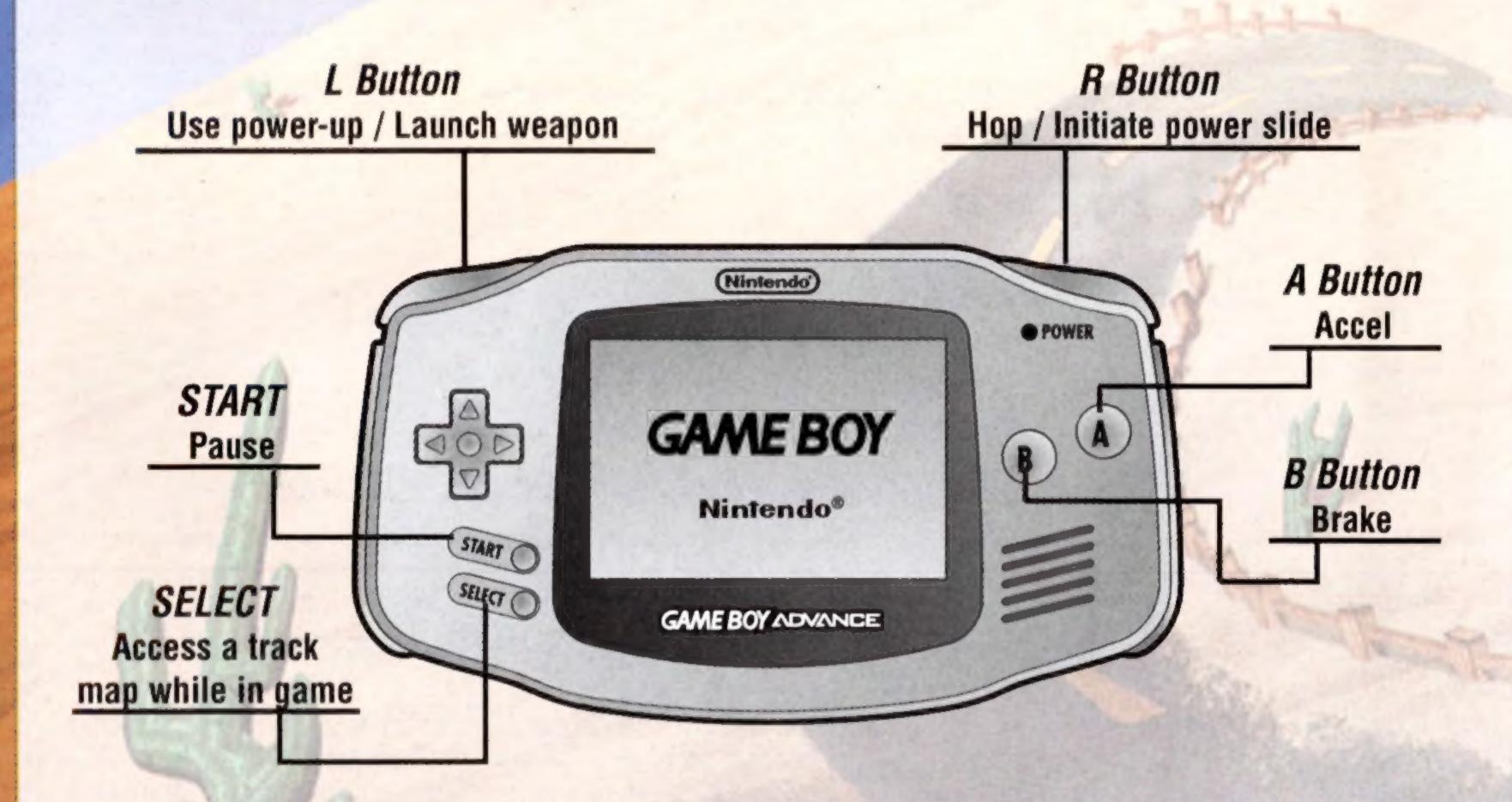
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GETTING STARTED

The default controls are as follows. Buttons can be configured in the Options Menu.



POWER SLIDE

Press and hold the R Button and the +Control Pad Left or Right while landing.

POWER SLIDE BOOSTING

During a power slide, the boost gauge will appear. When it climbs and turns red, hit the A Button while power sliding to initiate a slide boost.

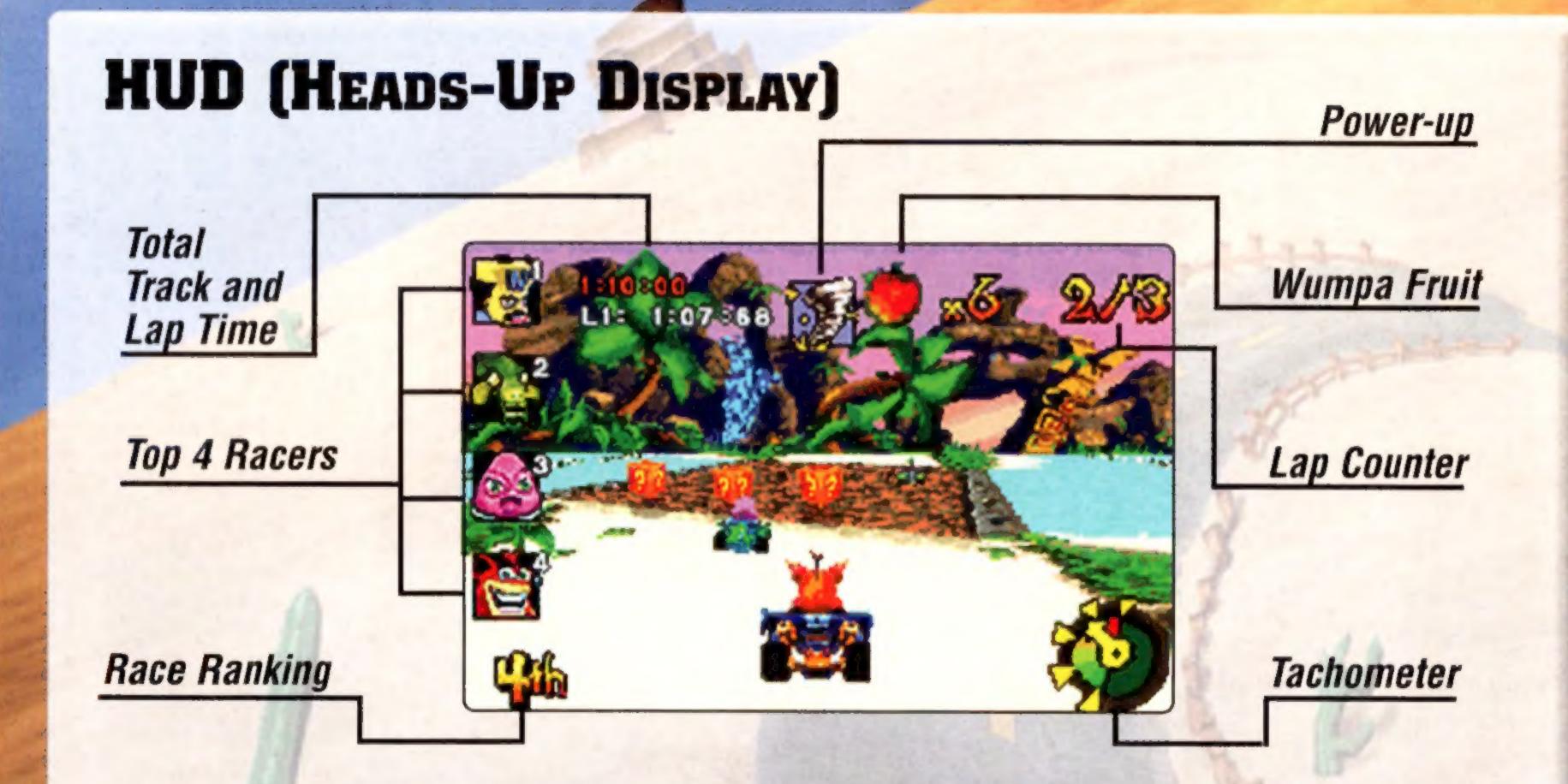
POWER BRAKING

Brake while you have the gas depressed (A Button + B Button) for tighter turning.

REVERSE

Press the +Control Pad Down when stopped.





STORY

Kidnapped by the ruthless Emperor Velo and forced to compete in his galactic coliseum, Crash must race to victory against foes both old and new to save the Earth from destruction. Take control of Crash and friends in their fastest-paced adventure yet!

MAIN MENU

Select a menu item by pressing the A Button, and go back to menus by pressing the B Button.

Single-Player

Choose single-player for Adventure mode, to race against computer opponents in a Single-Player or Cup Race, or to beat your best times in Time Trial.



Link Play

Select this mode to Race or Battle against your friends using two or more Game Boy® Advance systems. (See page 20 for details.)

Options

Adjust the sound and button configuration options from here; also connect to the Nintendo GameCube™ version of Crash Nitro Kart. (See page 18 for details.)

High Scores

View saved best times for different tracks.

RACE MODES

Crash Nitro Kart has 7 different racing modes.

Adventure Race

In Adventure Race mode, you race through all the different tracks and arenas to collect as many Trophies, Relics, Boss Keys, and CNK Tokens as you can.

Time Trial

Time Trial is a single-player mode where you race against your own best times on any of the tracks in the game. In this mode, there are no opponents to slow you down and no power-ups to help you out. In a Time Trial, you race to get the best time for three laps around the track. After completing a race in Time Trial, your ghost will become available to race against. Use this feature to challenge yourself to improve!

Quick Race

Choose Quick Race to randomly select a track and character for a super quick race!

Arcade Single Race

Choose a track and race it—instant action!

Arcade Cup Race

In an Arcade Cup Race, you compete against other racers on three different tracks to get the most points. At the end of a track, points are assigned as follows.

Placement	Scoring
1st place	9 points
2nd place	6 points
3rd place	3 points
4th place	1 point

Anyone finishing after fourth gets zilch!
At the end of the three tracks, the player with the most points wins the cup. You can play this mode on your own or against friends in link play.

Wumpa Cup: Earth 1, Barin 2, Fenomena 3
Nitro Cup: Barin 1, Fenomena 2, Teknee 3
Crash Cup: Earth 3, Fenomena 1, Teknee 2

Crystal Cup: Earth 2, Barin 3, Teknee 1

Vs Single Race (multiplayer only)

In this mode, you race against other players but with no computer-controlled racers.

Vs Cup Race (multiplayer only)

This is just like an Arcade Cup Race without computer-controlled racers.

Wumpa Race (multiplayer only)

The object of this mode is not only to take first place, but also to do it with 20 Wumpa! You'll have to race against your friends to collect the Wumpa fruit scattered around the track. There is no lap limit in this mode—you race until someone crosses the finish line in first place with 20 Wumpa.

BATTLE MODES

In Battle mode, instead of racing on tracks, you speed around battle arenas collecting weapons and attacking your enemies. There are two Battle modes in Crash Nitro Kart.

In these game modes, you get a point every time you damage an opponent, and you lose a point every time you get hit by a hazard or power-up.

Point Limit

The first player who gets to the set number of points wins!

Time Limit

Set the timer and duel it out! Whoever has the most points when time runs out wins!



ADVENTURE MODE

To start a new adventure:

- 1. Highlight SINGLE on the Main Menu and press the A Button.
- 2. Highlight ADVENTURE and press the A Button.
- 3. Highlight an empty slot and press the A Button. To change slots, press the +Control Pad Up or Down.
- 4. Select your team by pressing the +Control Pad Up or Down and pressing the A Button.
- 5. Choose a character from that team by pressing +Control Pad Up or Down and pressing the A Button. Enter a name for your save slot. Use the +Control Pad to highlight a letter or number, and hit the A Button to enter your selection. When you are done, highlight "END" and press the A Button.
- 6. After the Introductory story plays, you will appear in the Earth Hub map. Drive onto an active warp pad to start your adventure!

Note: During Adventure mode, you will be able to change characters on your team in the GARAGE, which is available from the in Hub Pause Menu.



HUB WORLD

When starting a new adventure or loading a saved one, you will be placed in a Hub World Map level. Here you will find warp pads that will take you to tracks containing various race types where you can prove your stuff! All you need to do is drive onto any active warp pad to start a race! Take advantage of your time in the Hub level by familiarizing yourself with how your kart handles. One main hub and four other world hubs will become available to you as you progress through the game.

Note: A map of the current Hub World will be displayed in the lower right corner of the screen. Blinking blue dots indicate available warp pads. The blinking green triangle displays your current location.

Trophy Race

The heart of adventure progression in *Crash Nitro Kart* is the *Trophy Race*. You must win trophies to activate other track warp pads and unlock other race types. So practice those racing skills!

Boss Key Race

After winning all three trophies in a world, you will have the chance to race that world's champion. If you win the race, you will be awarded a key that will open another Hub World containing even more tracks and races!



Crystal Arena

Each world will contain a *Crystal Arena* level. On these special levels you need to collect all of the crystals within a time limit. If you do, you will be awarded a Purple token! You'll have to drive fast!





After winning a *Trophy Race*, you will be able to go back to that track and race in a *Relic Race*. You race alone in a *Relic Race*, and the object is to finish in the shortest time possible. Time crates will be scattered throughout the course. Smash these crates and the clock will stop for 1, 2, or 3 seconds (as shown on the side of the crates)! If you race fast enough, you might be awarded a Sapphire Relic. If you drive even faster, you could get a Gold Relic. Or you just might be fast enough to win a Platinum Relic! So good luck and drive fast!



CNK Challenge

After winning a *Trophy Race*, you will be able to go back and race in a *CNK*Challenge. The letters *C*, *N*, and *K* will be placed around the track. To be awarded a CNK token, collect all three of these letters and come in first!

GARAGE

The Garage is available from the in Hub Pause Menu. Here you will be able to track your progress through the game and change your character to another team member.



Aku Aku/Uka Uka Hints

When you are in the Hub levels, Aku Aku or Uka Uka will stop by to give you tips and hints on how to play the game better. If you would like to review them later, you may do so from the In-Hub Pause Menu. To do this, press START while in the Hub level, highlight HINTS, and press the A button. Pressing the +Control Pad Up and Down will change the active hint.

SLEEP MODE

Sleep mode is available from the In-Race Pause Menu. To access it, press START while in any race mode. Highlight *Options* and press the A Button. Highlight *Sleep* and press the A Button. Highlight *Sleep* and press the A Button to confirm putting your Game Boy® Advance to sleep, or highlight *Cancel* to exit. To wake your Game Boy® Advance from sleep, press and hold the L Button + R Button + SELECT.

SAVE AND LOAD

To continue a saved adventure:

- 1. Highlight Single on the Main Menu and press the A Button.
- 2. Highlight Adventure and press the A Button.
- 3. Highlight the slot you wish to load and press the A Button.
- 4. You will be placed in the World Hub where your last save occurred.

To delete a saved adventure:

- 1. Highlight Single on the Main Menu and press the A Button.
- 2. Highlight Adventure and press the A Button.
- 3. Highlight *Erase* and press the A Button.
- 4. Choose the slot you would like to erase and hit the A Button.
- 5. Highlight *Erase* and hit the A Button to erase the slot, or highlight *Cancel* if you don't want to erase the slot.



POWER-UPS

Pick up these power-ups and weapons by running over the boxes with a question mark on them.



Turbo Boosts

A free bottle of boost! Use this item to get an extra boost of speed and zip ahead of your opponents or out of the way of a missile.

Juiced - Get an even longer and bigger boost.



Bowling Bombs

When Velo goes bowling, he doesn't fool around! These bombs shoot out from your kart in a straight line until they explode against a wall or, with luck, another kart! If your aim is a little off, you can detonate the bomb remotely when it's next to your target. To do this, just press the fire key again. If there's a kart (or missile) on your tail, hold +Control Pad Down and press the fire button to shoot the bomb backwards.

Juiced - The bomb moves faster and the explosion radius is even bigger.



Homing Missiles

These lock on to the nearest opponent you can see and zoom after him. They'll explode on contact and send your opponent into a killer tumble. If you see a set of crosshairs on your character, it means you've been targeted, so start dodging!

Juiced - The missile goes faster and tracks better.



Explosive Crates

Drop these on the track to give the racers behind you a nasty surprise. If you run into one of these killer crates, it'll latch on to your head and start counting down. If the timer runs out, you'll wipe out when it explodes in your face. If you jump enough times while the crate is on your head, it will come loose and fly off into the air.



Juiced – Your TNT crate will be upgraded to a green NITRO crate that explodes as soon as someone hits it.



Invincibility Masks

Activate this item to get your team mascot (Aku Aku for Team Bandicoot, Uka Uka for Team Evil) to spin around your kart in a protective shield for a short time. While it's active, weapons and hazards can't hurt you, and any karts that you "accidentally" bump into to will spin out. You'll also go slightly faster while the mask is active. Juiced — Your mascot mask will stick around even longer.



Power Shields



This protective green bubble will save you from getting hit by one weapon or hazard. You can also attack your opponents with it by bumping into them while it's on or by launching it using the power-up button. It will fade away after a few seconds even if you don't use it.

Juiced – The blue juiced bubble still goes away when you hit something, but it has no time limit.



Freezing Mines

This mine will put anyone who runs over it into a giant ice cube, causing slippery steering and finally a spinout. Put it near tight corners to cause less wary racers to get iced up.

Juiced - The time effect will last even longer.



N. Tropy Clocks

This wicked watch will allow you to alter time and slow down every other kart on the track. When you activate it, everyone else will spin out and become sluggish. This is a great way to come back from behind, so take advantage of it.

Juiced - The time effect will last even longer.



Tornado Tops

You can easily even the odds with this powerful item. When you release this super cyclone, it will immediately home in on whoever is in first place and catch his kart up in a mini tornado. Of course, anyone unlucky enough to get in its path will also get caught up in a tiny twister.

Juiced - A more deadly tornado top will knock out more people along the way.



Invisibility (Multiplayer mode only)

Turn on this item to become invisible to all your opponents. You'll still see a shadow of yourself, but no one else in the arena will be able to see you. Great for sneak attacks.

Juiced - Stay invisible even longer.



Super Engines (Multiplayer mode only)

Replace the engine in your kart with something a bit more tricked out. For a short time, you'll zip around faster than any kart in the arena. It's just the thing for outrunning speeding missiles. But the engine will run out after a few seconds, so use it or lose it!

Juiced - A little more funk in your trunk.

HIGH SCORES

Best scores in Time Trial mode are saved for each track. Page through the different level scores by pressing the +Control Pad Left and Right. A special web code is generated for your best Time Trial high score for each track. Then go to www.vvisions.com to enter your web code. If your time is among the best submitted, it will be posted on the Web site for everyone in the world to see!

OPTIONS

Sound

You may change the sound levels of the music and sound effects of *Crash Nitro Kart*. Do this by highlighting *Options* on the Main Menu and pressing the A Button. Highlight *Sound* and press the A Button. Press the +Control Pad Up or Down to highlight *Music Volume* or FX *Volume*. Press the +Control Pad Left or Right to adjust the levels. Highlight *Done* and press the A Button when you have finished.

Controls

You may also customize your control configuration in Crash Nitro Kart. To do this, highlight Options from the Main Menu and press the A Button. Highlight Controls and press the A Button. Highlight Change and press the A Button. You may now choose the button you wish for each action. When you have finished, highlight Done and press the A Button.



Cheats

If you highlight *Cheats* and press the A Button, you will have access to cheats unlocked during gameplay. Good luck unlocking them all!

GCN Link

You will be able to unlock certain features on *Crash Nitro Kart* for Game Boy® Advance by connecting to the Nintendo GameCube™ version of *Crash Nitro Kart*. To do so, attach your Game Boy® Advance to a Nintendo GameCube™ running *Crash Nitro Kart* via a Nintendo GameCube—Game Boy® Advance Cable (sold separately). Then select *GCN Link* from the *Options* Menu on *Crash Nitro Kart* Game Boy® Advance game. Next select *GBA Link* on the *Crash Nitro Kart* Nintendo GameCube™ version. A screen will appear informing you of your progress. Enjoy!

Caution

Crash Nitro Kart will remain on the Game Boy® Advance as long as the power is left on. Turning off the power on the Game Boy® Advance will clear the Game Boy® Advance internal memory. You will then have to reload Crash Nitro Kart to play again.

Troubleshooting

Connection between the Nintendo GameCube™ and Game Boy® Advance cannot be made in the following cases:

- When NOT using the Nintendo GameCube™-Game Boy® Advance cable
- When the cable is not properly inserted
- When the cable is not connected properly to the Nintendo GameCube™ or the Game Boy® Advance
- When the cable is removed during the loading of Crash Nitro Kart onto the Game Boy® Advance
- When turning either the Nintendo GameCube™ or the Game Boy® Advance power OFF during loading of Crash Nitro Kart onto the Game Boy® Advance, or pressing RESET on the Nintendo GameCube™.

Credits

To view the credits, highlight *Options* from the Main Menu and press the A Button. Highlight *Credits* and press the A Button.

SETTING UP A LINK PLAY GAME

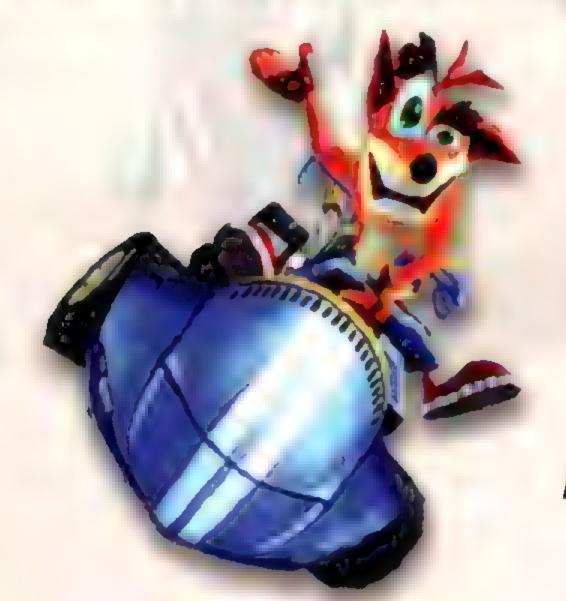
You may link up to four Game Boy® Advance systems together with Game Boy® Advance Game Link® cables (sold separately). Each Game Boy® Advance will need its own copy of *Crash Nitro Kart* in order to access the *Link Play* game modes. After linking the Game Boy® Advance systems together, highlight *Link Play* from the Main Menu and press the A Button. This will load the *Link Play* menu. The following *Link Play* modes are available:

- Mode Select from Arcade, Vs., or Battle.
- Type Lists race types available in a selected mode.
- Difficulty This adjusts the difficulty setting of the computer-controlled opponents in Arcade Single-Player and Arcade Cup.
- Track Select the track you would like to race on.
- Cup Select the cup you would like to race in for Arcade Cup and Vs. Cup modes.
- Time Select the time limit for Battle Time mode.
- Points Select a point limit for Battle Point mode.
- Laps Select the number of laps you would like to race in Arcade and Vs. modes.
- Power-ups Customize the list of available power-ups for a multiplayer race.

UNLOCKABLES

There are many unlockable characters and hidden features in the game. Keep playing and see what YOU can find!

KARTS AND CHARACTERS



TEAM BANDICOOT

Crash, Coco, Crunch

TEAM EVIL Neo Cortex, N. Gin, Tiny



OTHERS

N. Oxide, N. Tropy, Polar, Dingodile, N. Trance

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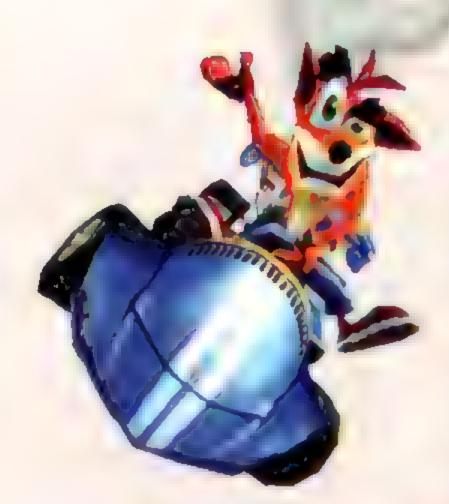
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